AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Canceled)

2. (Previously presented) A computer-readable recording medium on which is recorded a video game program capable of displaying multiple characters including a player character and an enemy character on a screen and controlling actions of the displayed characters in accordance with control operations of a player, which program comprises:

accepting input to a computer of an attack action or a defense action to be performed by a predetermined character in accordance with a control operation of the player;

accepting input to the computer of a candidate character intended to be an object of the attack action or the defense action to be performed by the predetermined character in accordance with a control operation of the player;

displaying, when the input action is the attack action and the candidate character is the enemy character, a cursor pointing at the candidate character in a first color, and when

the input action is the attack action and the candidate character is not the enemy character, the cursor pointing at the candidate character in a second color; and

displaying when the input action is the defense action and the candidate character is not the enemy character, a cursor pointing at the candidate character in a third color, and when the input action is the defense action and the candidate character is the enemy character, the cursor pointing at the candidate character in a fourth color.

3. (Canceled)

4. (Canceled)

5. (Currently amended) The computer-readable recording medium according to claim 2 ~~1~~, on which is recorded a program for displaying a vicinity of a predetermined character to perform an action ~~vicinity~~ differently from a vicinity of a candidate character intended to be an object of the action ~~vicinity~~.

6. (Canceled)

7. (Currently amended) A video game program capable of displaying multiple characters including a player character and an enemy character on a screen and controlling actions of the displayed characters in accordance with control operations of a player, which program comprises:

accepting a first input to a computer of an action to be performed by a predetermined character in accordance with a control operation of the player;

accepting a second input to the computer of a candidate character intended to be an object of the action to be performed by the predetermined character in accordance with a control operation of the player;

displaying when the input action is an ~~the~~ attack action and the candidate character is the enemy character, a cursor pointing at the candidate character in a first color, and when the input action is the attack action and the candidate character is not the enemy character, the cursor pointing at the candidate character in a second color; and

displaying when the input action is a ~~the~~ defense action and the candidate character is not the enemy character, a cursor pointing at the candidate character in a third color, and when the input action is the defense action and the candidate character is the enemy character, the cursor pointing at the candidate character in a fourth color.

8. (Canceled)

9. (Canceled)

10. (Currently amended) The program according to claim 7 ~~6~~, further displaying a vicinity of a predetermined character to perform an action ~~vicinity~~ differently from a vicinity of a candidate character intended to be an object of the action ~~vicinity~~.

11. (Canceled)

12. (Currently amended) A video game processing method of a video game capable of displaying multiple characters including a player character and an enemy

character on a screen and controlling actions of the displayed characters in accordance with control operations of a player, the method comprising:

accepting a first input to a computer of an action to be performed by a predetermined character in accordance with a control operation of the player;

accepting a second input to the computer of a candidate character intended to be an object of the action to be performed by the predetermined character in accordance with a control operation of the player;

displaying, when the input action is ~~the~~ an attack action and the candidate character is the enemy character, a cursor pointing at the candidate character in a first color, and when the input action is the attack action and the candidate character is not the enemy character, the cursor pointing at the candidate character in a second color; and

displaying when the input action is ~~the~~ a defense action and the candidate character is not the enemy character, a cursor pointing at the candidate character in a third color, and when the input action is the defense action and the candidate character is the enemy character, the cursor pointing at the candidate character in a fourth color.

13. (Canceled)

14. (Canceled)

15. (Currently amended) The video game processing method according to claim 12 ~~11~~, further comprising a displaying of ~~the~~ a vicinity of a predetermined character to

perform an action ~~vicinity~~ differently from ~~the~~ a vicinity of a candidate character intended to be an object of the action ~~vicinity~~.

16. (Canceled)

17. (Currently amended) A video game apparatus, comprising:

a storage system that stores a video game program capable of displaying multiple characters including a player character and an enemy character on a screen and controlling actions of the displayed characters in accordance with control operations of a player;

a computer for reading from the storage system and executing the program; and

a display apparatus for picture display, provided as an output system of the computer,

wherein the computer, by executing the program, accepts the input of an action to be performed by a player character in accordance with a control operation of the player; accepts the input of a candidate character intended to be an object of the action to be performed by the predetermined character;

when the input action is ~~the~~ an attack action and the candidate character is the enemy character, a cursor pointing at the candidate character in a first color, and when the input action is the attack action and the candidate character is not the enemy character, the cursor pointing at the candidate character in a second color; and

displays when the input action is ~~the~~ a defense action and the candidate character is not the enemy character, a cursor pointing at the candidate character in a third color, and when the input action is the defense action and the candidate character is the enemy character, the cursor pointing at the candidate character in a fourth color.

18. (Canceled)

19. (Canceled)

20. (Currently amended) The video game apparatus according claim 17 ~~16~~, wherein the computer displays a vicinity of a predetermined character to perform an action ~~vicinity~~ differently from a vicinity of a candidate character intended to be an object of the action ~~vicinity~~.

21. (New) The medium of claim 2, in which the second color is the same as the third color and the first color is the same as the fourth color.

22. (New) The medium of claim 2, in which a vicinity of the candidate character other than the cursor changes colors.

23. (New) The program of claim 7, in which the second color is the same as the third color and the first color is the same as the fourth color.

24. (New) The program of claim 7, in which a vicinity of the candidate character other than the cursor changes colors.

25. (New) The method of claim 12, in which the second color is the same as the third color and the first color is the same as the fourth color.

26. (New) The method of claim 12, in which a vicinity of the candidate character other than the cursor changes colors.

27. (New) The apparatus of claim 17, in which the second color is the same as the third color and the first color is the same as the fourth color.

28. (New) The apparatus of claim 17, in which a vicinity of the candidate character other than the cursor changes colors.